

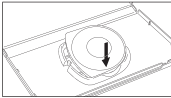
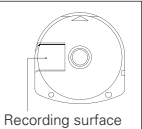
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

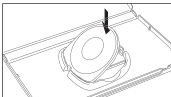
Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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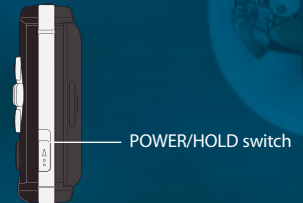


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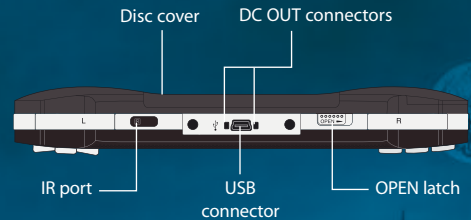
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STARTING THE GAME

Right side view



Front view



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system instruction manual.

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Bubble Bobble Evolution disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press the  button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

Introduction

Bub and Bob have evolved!

The place: London, the time: the 18th Century.

Brothers Bub and Bob are playing close to the river Thames. Bub and Bob soon grow tired of their game and decide to head home when suddenly from out of nowhere the two boys are transformed into green and blue dinosaurs!

Bub tries to shout but much to his surprise he makes no sound and instead blows a large bubble! Bub and Bob look at each other in stunned amazement.

A mysterious voice bellows, "How do you like your new costumes? How about I take you somewhere where you can put them to good use!"

The two brothers are captured by a dark cloud which whisks them off to an unknown location which has two very mysterious looking towers. The cloud disappears and the two brothers fall towards the sinister buildings. As they descend, the roof of each tower opens up and the brothers are separated, falling straight into the towers, bumping all the way to the bottom.

The mysterious voice returns:

"Gentlemen! How do you like your new home? Enjoy yourselves and welcome... welcome to my towers of entertainment!" And with a cackling laugh, the voice is gone... and a new adventure for Bub and Bob has begun!



Game Modes

Bubble Bobble Evolution has several play modes. Press  at the title screen to access the main menu.

New Game:

Start a new Bubble Bobble Evolution game. The tutorial is recommended for first time players.

Load Game:

Carry on a Bubble Bobble Evolution adventure from the last saved game.

Versus Multiplay:

Start or join a competitive Multiplayer game.

Options:

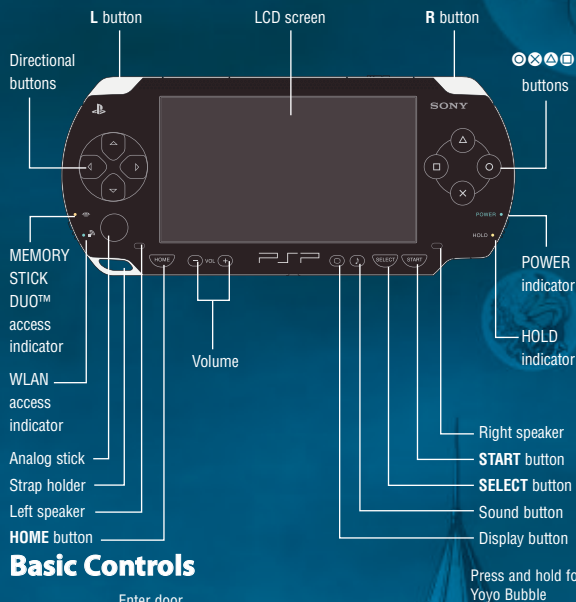
Adjust game settings here.

Select mode with the directional buttons and press the  button.

Memory Stick Duo™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data. Please ensure there is enough free space on your Memory Stick Duo™ before starting play.

PSP™ (PlayStation®Portable) system configuration



Basic Controls



Screen Layout

Bub: This is the player's character.

Bubbles: These come in several kinds. More about them later!

Bonus Item: Pick up these for extra points.

Enemy: Trap them with your bubbles!

Platforms: Bub and Bob walk around on these to get around the levels. If a section of a platform is semi-transparent then the player can jump through them.

Left/Right Tower: Bub starts in the Right Tower and Bob starts in the Left tower.

Switches: These are used to change various things within the levels. A switch can alter the air currents to affect the flow of bubbles, change environmental conditions and so on.

Air Particles: Tiny air particles that show the direction of the air current and the direction the bubbles move around the level. Watch how these change direction when some stone switches are operated.

Score: The current score.

Level name: The name of the level the player is currently on.

Health Meter: The blue line is the player's health meter. If it completely drains, it's game over. The Red section is the player's maximum health limit. This can be extended by collecting all of the letter bubbles.

Environment Gauge: This shows the status of the environment in the current section with a separate orb for each environmental condition.

Red: Temperature. Will fill up as the temperature rises.

Green: Atmospheric pressure. Will fill up as the pressure rises.

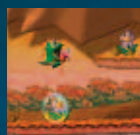
Blue: Gravity. Will fill up as gravity increases.

Orange: Bubble speed. Will fill as bubble speed increases.

Basic play:

Bub and Bob must escape the towers in which they have been imprisoned. They must solve many puzzles whilst fending off the hordes of baddies. This is done by capturing them in a bubble and then bursting it. The easiest way to do this is to burst the bubbles against the spikes on their backs.

Each floor of the towers has three sections, each packed with enemies to get rid of and puzzles to solve before the player can continue up to the next floor. The towers are split into 4 areas with each area containing more floors than the last.



The player can jump on bubbles and use them to reach places beyond their normal reach. This is done by pressing and holding down the **X** button. The player simply has to keep the **X** button held down once the jump has started.



The player can move between the three sections by using doors in the section walls. This is done by walking up to an open door and pressing the **↑** button. Use wooden switches to open doors.

Lifts



These move the player between floors and are therefore ultimately the player's goal for each floor. Like doors, stand in front of a lift and press the **↑** button. Note that lifts need to be activated before they can be used.



There are also pipes that can transport Bub and Bob to a different part of the level or even to the other tower.



Air ducts in the section walls suck in bubbles and spit them out on the other side and into the next section. This technique can be used to move items from one section to another. There will be times when you'll need to adjust the direction of the air current to make the bubbles flow in the direction you want. Do this by using the stone switches.

Changing Character:

The current character can be changed by pressing the **Q** button.

This allows the player to switch between Bub and Bob, who are stuck in different towers.

Map Screen:

The Map Screen can be displayed by pressing the **SELECT** button. Here the player can see a map of the two towers as well as which character they are controlling and the current status of both characters including the level of their abilities. See page 10 for information about how to increase Bub and Bob's abilities by eating candy.

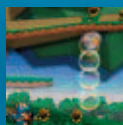


Robot Parts:

The player should keep a lookout for robot parts on their quest to escape the towers. Collect them all to find out why.

Saving a game:

The player will be asked if he/she wishes to save the game when moving between floors. A saved game can be loaded from the main menu by using the Load Game option.



Advanced play:

The player can form a bubble chain by repeatedly firing bubbles. Popping the first bubble that's nearest the player will pop all of the bubbles in the chain meaning players can affect things they may only be able to reach with a bubble chain such as turning a switch.

Special Player Bubbles:

Yoyo Bubble:



A Yoyo bubble takes time to charge and is performed by pressing and holding the **A** button. Bub or Bob will flash when the bubble is ready to fire which can be triggered by releasing the **A** button. This will make a special bubble shoot out in front of the player and then return, much like a real Yoyo!

Oblong Bubble:



Press and hold the **⊕** button to fire an Oblong bubble. These can capture multiple enemies. Release the **⊕** button when the character flashes to fire an oblong bubble.

Bubbles found around the levels:

Power Bubbles:



These bubbles appear from the bubble ducts and drift around the levels they appear on. When burst by the player, they produce special effects that the player can use to help complete the level!

Bubble Converters



Use these machines to change your normal bubbles into different types of bubbles such as lightning bubbles. You may need to add power before they can be used.

Letter Bubbles:

These spell out a certain word which is spelt out as the player bursts bubbles containing the letters.

If the player manages to collect the entire word, their maximum health limit (the red part) will be EXTENDED in size as a reward.

Switches

Switches are activated by blowing a bubble in front of the switch and then bursting it. There are three types of switches for you to play around with:



Metal: Turn items on or off such as fire and ice obstacles.



Wood: Open or close doors.



Stone: Alter something in the environment.

Bonus Items:

Bonus items are left behind when a captured enemy's bubble is burst.



Keep an eye out for many other items too!

Candy:

Candy comes in four types:



Bubble Speed Candy:
This makes the player's bubbles move faster.



Bubble Rate Candy: This increases the rate at which the player can fire bubbles.



Bubble Distance Candy:
This increases the distance the player's bubbles will travel before they start floating naturally.



Player Run Candy: This makes the player move faster.

Candy power-ups are cumulative. They increase in power with each candy that the player collects. The current power of your two characters can be checked on the Map Screen by pressing the **SELECT** button during the game.

Key Items:

These are items the player must use to solve puzzles.

Door Key:



This opens locked doors.



Plant Seed: Move this to a flowerbed and add water.



Block of Ice: Melt or dissolve this to get a water bubble.



Lantern: Capture this in a bubble to make a fire bubble (under the right conditions!).



Battery: Use this to make a lightning bubble.



Enemy Generator and Enemy Generator Switch:

Enemies are regenerated from these points. Use these switches to disable them.

Enemies!

These are some of the enemies who are trying to prevent Bub and Bob from escaping the towers.



Zenchan



Baneboh



Monsuta

Bosses:

At certain points in the game the player will have to defeat a giant boss. These huge monsters may seem invincible but there's always a way to take them down!

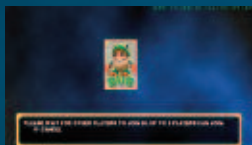
Multiplayer Modes: Setting Up A Game

To start a multiplayer game, the player selects "Versus Multiplay" from the main menu.

Once chosen, the player chooses if they are to host a multiplayer game or join one already being hosted by another player. This is called being a Guest.

Hosting a Versus Multiplayer game:

Select "Host" from the menu by highlighting it and pressing the S button. The player will now be presented with the Host setup menu.



Here the hosting player can select the level by choosing "Select Stage" with the S button.

One of the three sections will be randomly selected.

Back in the Host Menu, choose "Start" to begin a game or "Exit" to return to the main menu. Please make sure the WLAN switch is turned on before starting a multiplayer game.

The host player now waits for 1-3 guest players to join. Once everyone has joined, press the S button to start the game.

Note that the order in which the players join the game will denote which colour character they will control.



Joining a Versus Mode game:

To Join a game being hosted by another player, the player must select Guest from the Versus Multiplay menu. Make sure the WLAN switch is turned on before starting a multiplayer game.

Once Guest is selected, a menu will then be displayed showing available games which the player can Join. To start, simply select a game to join and press the S button. Joining players must wait for the Host to start the game before the action can begin.

If more than one game is being hosted, you can use the ID numbers to the right to determine the game you wish to join.

Versus Multiplayer



Versus Multiplayer allows up to four players to fight each other in an elimination battle. The last one standing wins!

If a player loses all their health, they will be knocked out of the game.

At the end of each game the scores for each player are displayed.

Special Versus Multiplayer features:

Bombs!



Bomb Bubbles are used to attack other players. Bomb Juice allows players to blow up ten Bomb Bubbles per Bomb Juice. The player cannot stockpile Bomb Juice so they must blow up all ten Bomb Bubbles before they can pick up another one. Bomb Juice appears when the player bursts a bubble with an enemy captured inside.



Bomb Bubbles are fired by pressing the F button and will explode after travelling a short distance or coming into contact with another player.

Options

Several game settings can be altered in the options menu which can be selected from the main menu by highlighting Options and pressing the button.

The options available allow you to:

Button Configurations: Alter the control assignments.

Sound Effects: Alter the volume for the game's sound effects.

Background Music: Alter the volume of the game's music soundtrack.

View Results: View statistics.

Exit: Return to main menu.

For hints and tips, please go to www.risingstargames.com/bubblebobbleevolution

Credits

Produced by Marvelous Interactive

Designed and Produced by Tony Byus

Senior Producer
Yoshihisa Obuchi

Backstage
Junichi Kutsuzawa
Kyo Hosoya

Executive Producers
Yasuhiro Wada
Haruki Nakayama

Developed by Digital Whip

Game Design
Naoya Tanabe

Project Management
Makoto Umabayashi
Hiroya Someno

Direction
Yoshihiko Michishita
Masayuki Nagao

Software Design
Atsushi Kanao
Kazumasa Shimaoka

Graphic Design
Takumi Iwase
Norio Takeuchi
Shigeaki Tateno
Yoshiyuki Urushibara

Sound Design
Kaz Yamaguchi

Published in Europe by Rising Star Games Ltd.

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Producer
Tomio Kanazawa

Manual by
Tony Coles

Executive Producers
Martin Defries
Owe Bergsten

Marketing Localization & PR by
Barrington Harvey

Guest character design and package artwork by Igusa Matsuyama

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